

CREATIVE WORKSHOP SERIES

DAZZLE DRAW™

BY DAVID SNIDER



USER'S MANUAL



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BY DAVID SNIDER



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INTRODUCTION

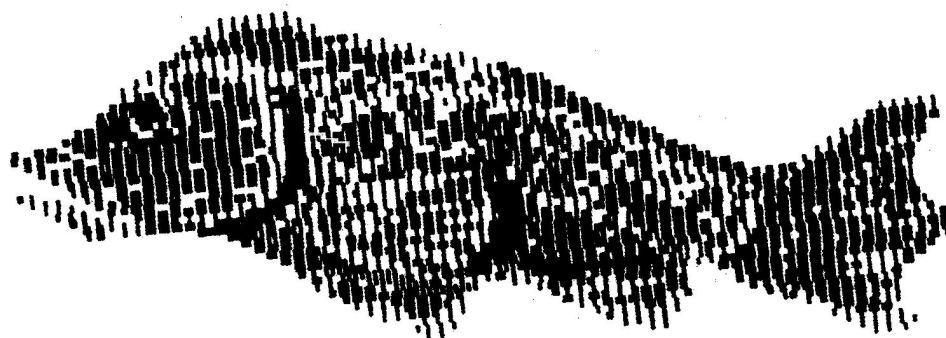
Welcome to Dazzle Draw — your entry into a world where everyone can be an artist. Using the newest in Apple color technology, Dazzle Draw lets you turn your monitor into an artist's canvas. You work your magic with a mouse, graphics tablet, KoalaPad...or even a joystick.

Using the full 16 colors of this new "double high-resolution" technology, Dazzle Draw offers you a full selection of electronic paint brushes. You can fill in areas, cut and paste or copy portions of your drawing, and create rectangles, ovals and straight lines in seconds. For fine detailed work, you can zoom in on any area of the screen. When you're done, you can save your creation onto a disk so you can work on it another time, show it to your friends, audience or customers in a "slide show," or use it as part of your own software programs.

If you have Apple's ImageWriter II or Scribe™ color printer (or another color printer listed on the Dazzle Draw package) you can even make full-color print-outs of your artistry.

Dazzle Draw offers Apple IIe and IIc owners a level of graphics sophistication previously available only on far more expensive computers. Whether you're a professional artist, software developer or a part-time doodler, you'll be drawing in no time. And, as you are about to discover, every feature of Dazzle Draw is easy to use.

So put on your creative cap and let your imagination run free.



USING THIS MANUAL

This manual is divided into several parts to show you how to get started and how to use all the features of the program.

The first section, **Getting Started**, tells you what you'll need to use the program and how to load it into your computer.

Input Devices explains how to use the mouse and other "tools of the trade."

Dazzling Basics introduces the menus and general features of the program. If you're already familiar with graphics software, this section may be all you need to get started.

Beginners should try out **Your First Drawing** and then read through **Dazzling Details**, which takes you through all the menus step-by-step. This section is also useful as a quick reference if you want to learn how to use particular features of the program.

The **Appendices** provide technical information on hardware tips, printer setup, color, and ProDOS, the disk operating system used in Dazzle Draw.

The **Glossary** includes brief definitions of all the menus and functions of the program and terms in the manual that may be unfamiliar.

A list of **Shortcuts** and a display of all menus for quick reference follows.

The final sections, **Warranty Information** and **Backup Disk Information**, explain warranty details and tell you how to obtain a backup disk for Dazzle Draw.

BRUSHES READY

WHAT YOU'LL NEED

- ▶ Apple IIc or 128K IIe (see Appendix I).
- ▶ Disk drive.
- ▶ Color TV or mixed mode compatible RGB monitor.
- ▶ A mouse, Apple Graphics Tablet, KoalaPad, or joystick.

Optional

- ▶ Dot Matrix printer.
- ▶ Apple ImageWriter II, Scribe, or Epson JX-80 color printer.

(Refer to the Dazzle Draw package for a complete list of printers you can use with the program.)

START IT UP!

- 1.** Insert the Dazzle Draw disk into the disk drive, turn on your monitor, and then your computer. The program will load automatically.
- 2.** Wait until the red light on the disk drive goes out. A title screen will appear. In a few seconds, another screen will appear and you will be asked to select your input device. Follow the simple on-screen prompts. Once you've selected your input device, press RETURN to continue.
- 3.** Now you're ready to select which File system (Easy File or Professional File/ProDOS) you would like to use. If you are not familiar with ProDOS we suggest that you use Easy File. For more information refer directly to the File section beginning on page 24.
- 4.** At this point you will be asked if you want to save your setup information to disk. If you plan to always use the same input device and file system, saving your setup will save you time.
- 5.** You can now go directly to Dazzle Draw by pressing RETURN. If you're planning to use a printer, press ESC to reach the Utility Menu.

Printer Setup

You will notice that the Utility Menu has several functions in addition to Printer Setup. You can use the Utility Menu to change your original setup information and to save your new setup. Simple on-screen prompts will guide you through these functions.

For now, select number 3, Printer Setup, and follow the on-screen prompts. If you have an Apple IIe, you will be asked to select an interface card. If you have a IIc, the program will automatically select the Apple Super Serial interface.

Note: You can set-up your printer while you're working with Dazzle Draw (see instructions for Printer Setup under the Crown Menu on Page 9) but this setup cannot be saved to disk.

TOOLS OF THE TRADE

The best tools for using Dazzle Draw are either a mouse or an Apple Graphics Tablet. Although you can use a drawing pad or joystick, you'll have less control over the cursor.

With your "artist's tool" you can move the cursor (a white pointer or other shape) around the screen to select features from the program and to create your drawings.

This manual was written assuming you will be using a mouse. Depending on which input device you use, you'll want to keep in mind the instructions below that apply.

MOUSE

To select a Dazzle Draw feature, move the cursor by moving the mouse on a clean, flat surface next to your computer until the cursor reaches the feature you want. Press the mouse button to highlight your choice, and then release the button. This is called "**clicking the mouse**." To draw, move the mouse while holding down the button. Then release the button to finish a stroke.

GRAPHICS TABLET

Move the stylus on the surface of the pad to move the cursor. Press the pen down in place of pressing the mouse button.

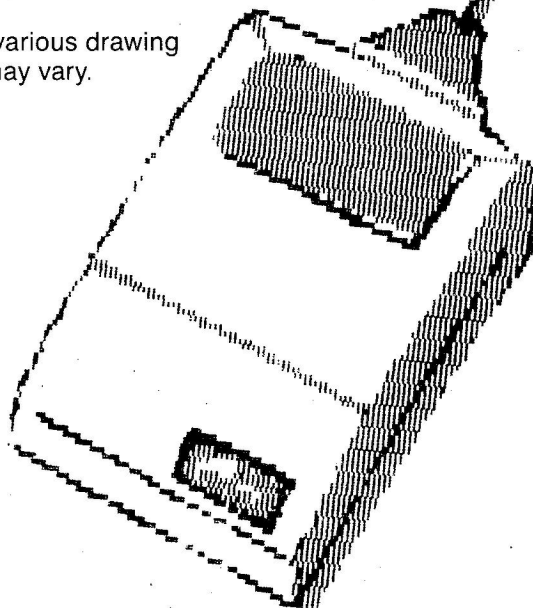
KOALAPAD

Apply pressure to the tablet's surface to move the cursor. Use the left pad button in place of the mouse button.

JOYSTICK

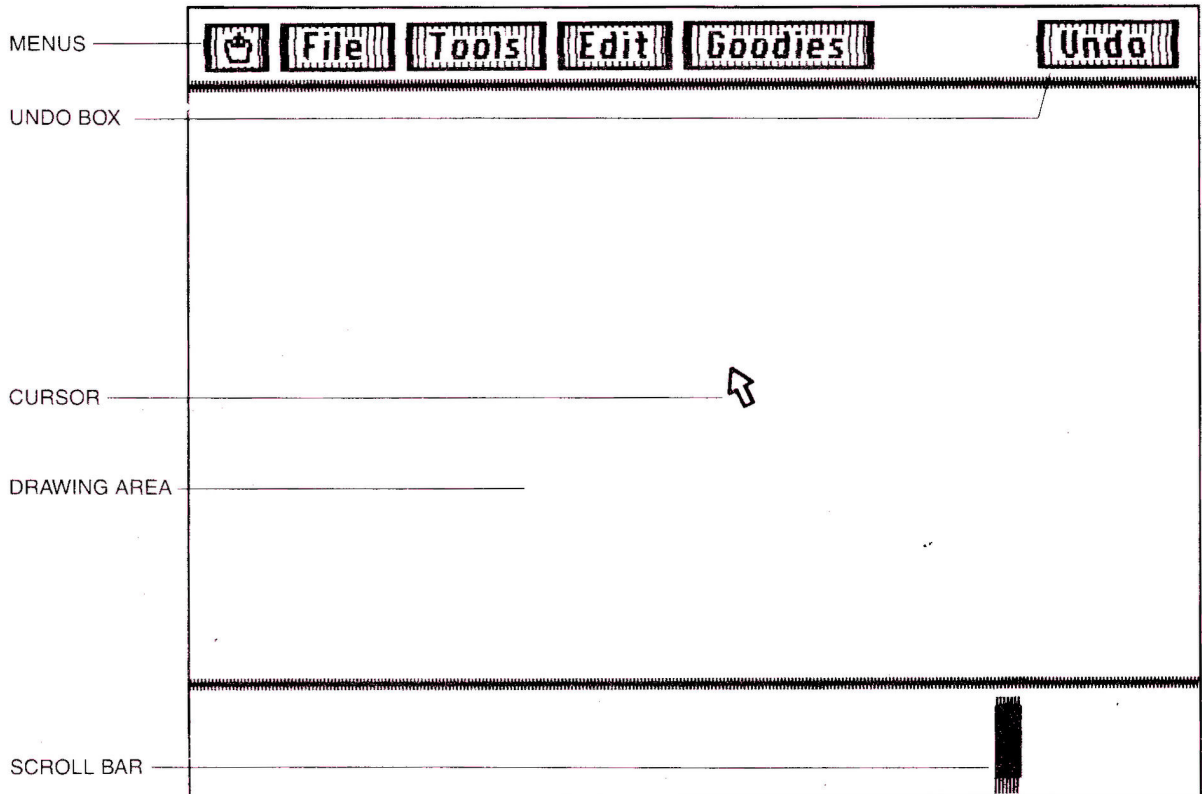
Move the joystick up, down, left, and right to move the cursor. Use button 0 in place of the mouse button.

Note: The buttons on various drawing tablets and joysticks may vary.



DAZZLING BASICS

Before you begin, take a minute to study the screen. Your “canvas” covers the entire screen, including the area behind the menus at the top of the screen and the area beneath the line at the bottom of the screen. The small white arrow is the **cursor**. It will take on different shapes, depending on the features you pick.



The vertical band at the bottom of the screen is the **scroll bar**. It lets you move the canvas up and down the screen so you can use the entire drawing area without obstructions. You select features in Dazzle Draw through the **menus**. These contain special operations for drawing, choosing shapes, patterns, and colors, for cutting, pasting and copying, and saving and retrieving your work.

MOVING THE CURSOR

Before you begin, practice moving the cursor with the mouse. You don't have to hold down the button.

PULLING DOWN MENUS

Dazzle Draw features are listed in “**pull-down menus**.” This means that you “pull down” each menu before selecting a feature in the program. To take a look at the available features, move the cursor to each menu, one at a time, and press the mouse button. Like magic, a list of features appears underneath each menu. Remember to hold down the button, or the menu will disappear!

CHOOSING FEATURES

To choose one of Dazzle Draw's features, simply pull down the appropriate menu. You'll also find a quick reference menu at the back of this manual. Keep the mouse button held down and move the cursor over the feature you want to highlight, and then release the button. When a feature is gray, it can't be highlighted, and selecting it will have no effect.

THE CROWN MENU

The Crown menu includes fundamental features of the program. As an exercise, select the first feature, About Dazzle Draw... Here's how you do it:

1. Move the cursor to the Crown menu.
2. When you reach it, hold down the mouse button.
3. Now move the cursor over About Dazzle Draw...and then release the button.
4. A **window** with a message appears on the screen.
5. To exit the feature and return to the main menus, move the cursor to the small box to the left of the window name and click the mouse.

Here are descriptions of the features you'll find in the Crown menu:

About Dazzle Draw

This feature is like a title screen. It tells you who created and published the program and the publication date.

Help About

This is a built-in assistance tool that lets you call up some helpful information about all the menu features and **Undo**. For a little help from Dazzle Draw, just click the mouse over Help About...and then move the cursor, now shaped like a question mark, to the appropriate feature. A window with a brief description of the feature appears on the screen. You may use Help About at any point to get information about a Dazzle Draw feature in use. Make sure your Dazzle Draw disk is in the drive.

Adjust Color

The Adjust Color feature puts color bars on your screen to help you adjust your monitor. To exit, just click the mouse anywhere on the screen.

Printer Setup

This feature allows you to change your printer setup without having to re-boot the program. If you have not already selected a printer setup, you can do so now. Dazzle Draw works on a variety of popular printers. Check the label on the back of the box for particulars. You must let the program know what kind of printer you'll be using. Here's how:

PRINTER SETUP
DIALOGUE BOX



LISTS CHOICES

SCROLLING ARROW

1. Pull down the Crown menu and select Printer Setup.
2. The "dialogue box" shown above will appear on the screen.
3. The dialogue box indicates three things: the name of the printer, the name of the interface card, and the slot number your interface card is in. If your printer, interface card, or slot number do not match these, you must change the settings. (If you have a IIc, you can only change the printer settings.)

4. To change a setting, click the mouse on that item. The name will be highlighted and the bottom section of the dialogue box will display your choices. Click the mouse over the up-and-down arrows to scroll through your choices. When you see the name you want, just click over it.
5. To change another item, click the mouse over the item you want to change and follow the same steps.
6. If you change your mind at any time during this procedure, just click the mouse over Cancel and Dazzle Draw will restore the original names.
7. If you don't want to make any changes, simply click the mouse over Okay. The dialogue box will disappear.

Note: To test your printer, make sure your printer is turned on and “selected,” then click **Test** in the dialogue box. The message “Welcome to Dazzle Draw” should print out on your printer. (For more about printers, see Appendix II.)

Quit Dazzle Draw

When you're ready to stop using Dazzle Draw, this feature lets you remove the program from your computer's memory without turning off the system. You can then start up another program.

Here's how you do it:

1. Select Quit Dazzle Draw from the Crown menu.
2. A dialogue box appears. When it asks you if you want to quit the program, click Okay if you do, and Cancel if you don't.

THE UNDO BOX

You've probably noticed that the Undo box has no features. This is because the Undo box has a unique function. It gives you the option of “undoing” the last step you took — for example, the last stroke you drew or section you cut or pasted. This option works only if you use it immediately following the action you want to take back, when the Undo box is red. To undo an action, move the cursor to Undo and click the mouse, or type “z” which is the keyboard shortcut for this function.

ABOUT WINDOWS

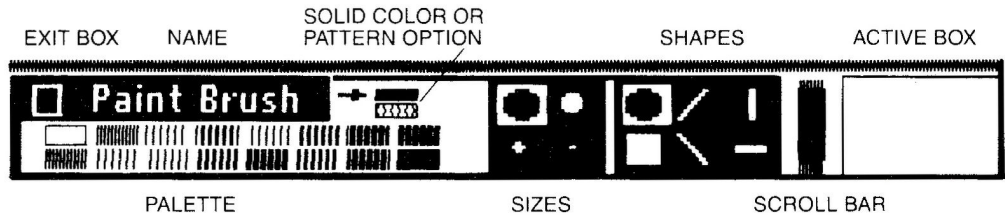
Windows in Dazzle Draw are the boxes that appear in the middle of the screen containing either information about the program or “tools” for using the various features.

Using Tool Windows

When you choose certain functions of the program, **tool windows** appear at the bottom of the screen. A tool window is really like a tool box. It contains the tools you'll need to use the feature you've picked. For example, this is the screen you'll see if you select Paint Brush from the Tools menu. Notice the tool window for this feature. The tool windows for several other features resemble it; others will vary in their appearance. You'll find detailed descriptions of all the tool windows in the program in the Dazzling Details section of this manual. For now, take a look at the tool window for Paint Brush. It contains the following features:

HOW TO USE THE PROGRAM

PAINT BRUSH TOOL WINDOW

**Name**

Identifies the tool window.

Sizes

Lets you pick one of four sizes for your paint brush.

Shapes

Gives you a selection of six paint brush shapes.

Solid Color or Pattern

Lets you decide whether you want to paint with a solid color or pattern.

Palette

Lets you pick one of 16 colors or 30 patterns from a palette.

Active Box

Tells you what color or pattern is active.

Scroll Bar

Lets you expose the entire canvas by moving the drawing area up or down.

Exit Box

Lets you exit Paint Brush and return to the main menus.

WATCH THE COLORS!

By now you have probably noticed that the little boxes that contain the names of the menus and features change color from time to time. Each of these colors has a specific meaning.

Blue

It's okay to use this option.

Gray

This option is off bounds. You can't use it right now.

Yellow

You've just highlighted this option and it will be selected when you release the button.

Red

Applies to Undo only. Lets you know when the Undo function is available.

SLIDE SHOW

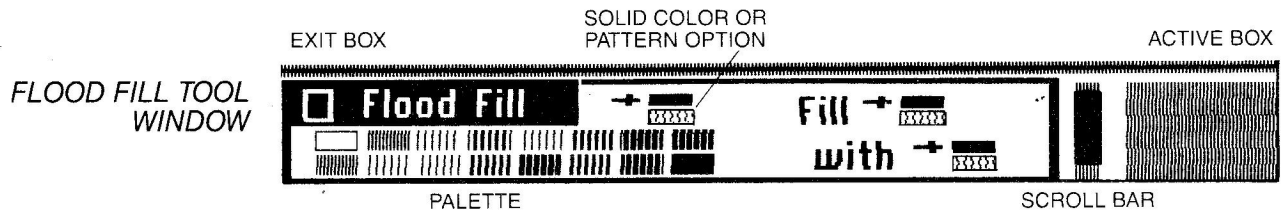
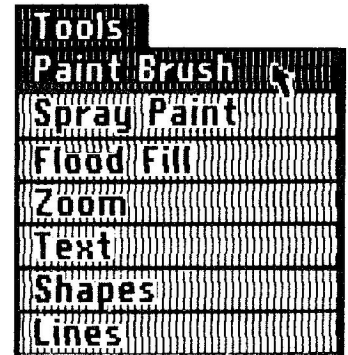
For an introduction to the program, insert your Dazzle Draw disk into the disk drive with the label side down. Then turn on your computer for a brief slide show of program screens and drawings displaying what Dazzle Draw can do.

Later, you'll learn to make automatic slide shows of your own pictures, with you deciding the sequence and timing of the whole show.

A DAZZLING DEBUT

Enough introductions. It's time to create your first drawing. This section will get you started by showing you how to create a simple sketch. The only tools you'll need are your mouse (or other input device) and your imagination. In this exercise, you'll be using two features under the Tools menu: Paint Brush and Flood Fill. (For reference, use the illustration of the Paint Brush tool window on p.13 and the Flood Fill tool window shown below.)

1. Pull down the Tools menu and select Paint Brush.
2. Note that the arrow is pointing to the solid color option. For this exercise, keep it there.
3. Pick a paint color by clicking over the color of your choice.
4. For now, leave the brush size and shape options as they are. Dazzle Draw automatically starts with the large size and the square shape.
5. Move the cursor (now shaped like the tip of your paint brush) to the drawing area and press the mouse button.
6. Hold the button down while you draw a circle. Be sure the circle is complete. The brush will continue to paint as long as you hold down the button. Notice that the paint color matches the color in the Active box.



7. Now, pull down the Tools menu again. This time, select Flood Fill.
8. Pick another solid color.
9. Move the cursor to a point inside the circle, and then click the mouse. The circle should fill with color.
10. Return to the Tools menu and select Paint Brush again.
11. Pick a third solid color.
12. Now sign your drawing with your initials.

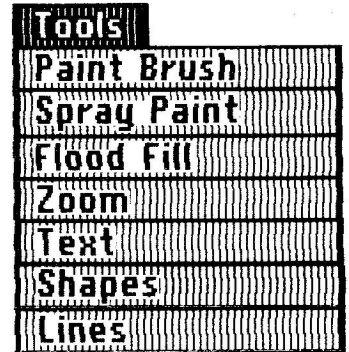
Refer to p. 13 and p. 14 for further instructions on how to use Paint Brush and Flood Fill.

DAZZLING DETAILS

This section is designed both as a step-by-step guide to all the features in Dazzle Draw for beginners, and as a reference guide to particular features of the program for experienced Dazzle Drawers.

TOOLS

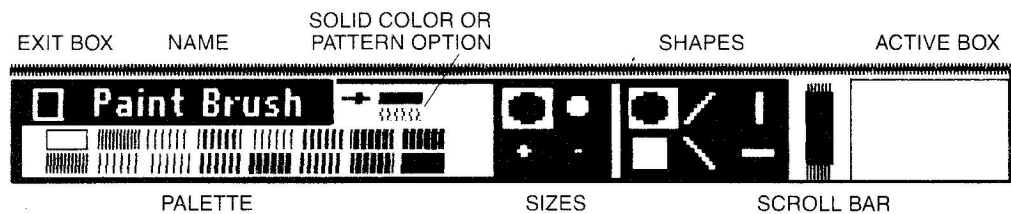
The Tools menu gives you the basic features you'll use to create pictures with Dazzle Draw. Using solid colors and patterns you can paint with a brush, spray over or fill areas, and magnify a small section of your screen to do detail work. You can add text and even create lines, ovals and rectangles at the touch of a button.



PAINT BRUSH

Paint Brush lets you paint with a wide variety of solid colors and patterns. You have your choice of six shapes and four sizes of each shape for your paint brush.

PAINT BRUSH TOOL WINDOW



Here's how to use Paint Brush:

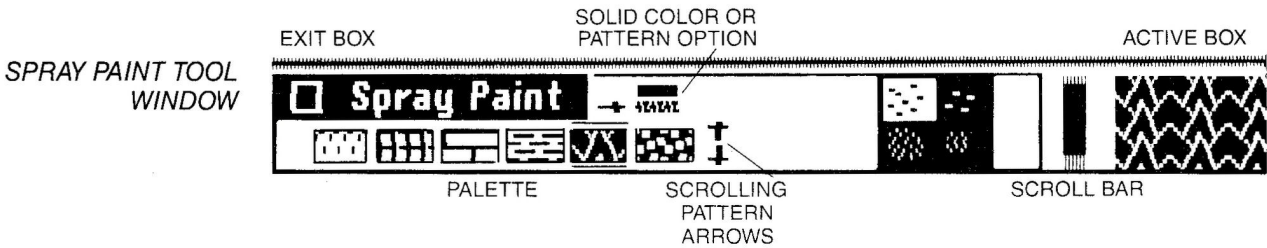
1. Pull down the Tools menu and select Paint Brush.
2. Select either the solid color or pattern option.
3. Select a color or pattern. If you've chosen patterns, click the mouse over the "up" or "down" scrolling arrow to view all the pattern possibilities, six at a time.
4. Select a brush shape.
5. Select a brush size. The smallest brush size you can use with solid colors is one pixel.
6. Move the cursor, now shaped like the tip of a paint brush, onto the drawing area, and press the mouse button to begin drawing.
7. Release the button when you want to stop drawing and to move the cursor around the screen without leaving a trace.
8. To erase, select black or the color of your background and the brush size and shape with which you want to erase.
9. With the mouse button pressed down, sweep the cursor across the area you want to erase.

Hints:

1. To draw straight vertical or horizontal lines, press the "Open Apple" key ("Closed Apple" if you're using a drawing pad or joystick) while you move the brush. This feature is called "**constrain**." You can also use this feature in the Spray Paint mode and, as you'll soon see, when drawing Shapes.
2. Your brush tip is displayed in a contrasting color so that you won't "lose" it on a background of the same color. Occasionally, you may want your brush displayed in the current color, rather than the contrasting color. Press the spacebar to switch between these two options.

SPRAY PAINT

Spray paint is primarily a shading tool that lets you apply colors and patterns in any density. You can adjust the spray to four different shapes.

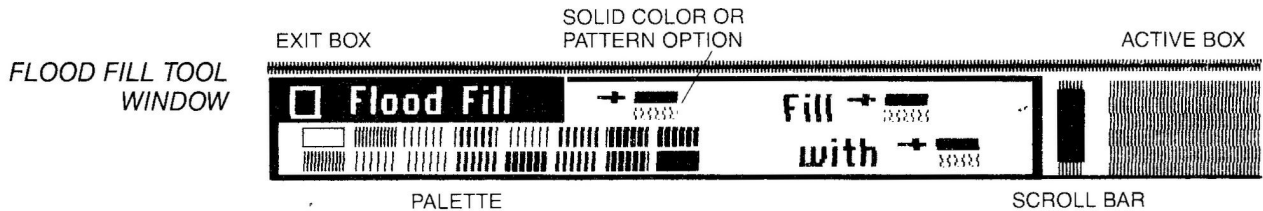


Here's how to use Spray Paint:

1. Pull down the Tools menu and select Spray Paint.
2. Pick the solid color or pattern option.
3. Pick a color or pattern.
4. Pick the shape of the spray.
5. Move the cursor into the drawing area.
6. Press the mouse button and sweep the cursor across any area to begin spraying. Release the button to stop.

FLOOD FILL

The Flood Fill feature lets you fill large or small defined spaces with either a solid color or pattern. You have your choice of 16 colors and 30 patterns.



This is how you fill in an area of your drawing:

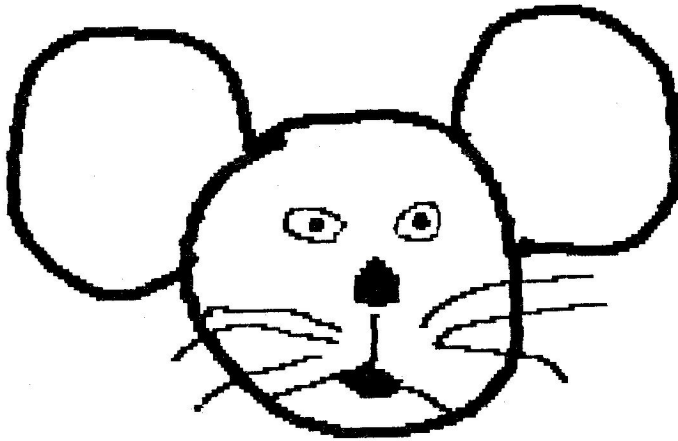
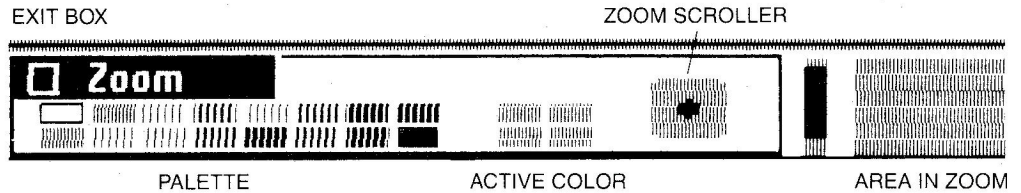
1. Pull down the Tools menu and select Flood Fill.
- 2a. Using **solid** colors: If you are filling a solid color with another solid color, the "Fill" and "With" boxes both are pre-set to the solid option, so all you have to do is select a color, then click the mouse over the area that you want to fill that color with.
- 2b. Using **patterns**: If you're filling with a pattern or over a pattern, you must tell the computer. To do so, first click the mouse over the solid or pattern option next to the "Fill" box to indicate what type of area you plan to fill. Then click over the solid or pattern option next to the "With" box. Now select the pattern or color from the palette that you want to fill with. If you are filling **over a pattern**, the cursor will change to a dotted-line box. Click the mouse over the area that you want to fill.

Note: The dotted-line box shows what Dazzle Draw "sees" as the pattern it will cover over with the Flood Fill function. Make sure the defined area includes only that pattern. If it includes a piece of another pattern or color, the result is unpredictable.

ZOOM

The Zoom feature lets you magnify a small segment of your drawing so that you can do fine detail work by adding and deleting colors, pixel by pixel. You can work in even finer detail with the color option in the Goodies menu turned off. The Grid function, also in the Goodies menu, can further enhance your Zoom work. See page 22 for instructions on using these features.

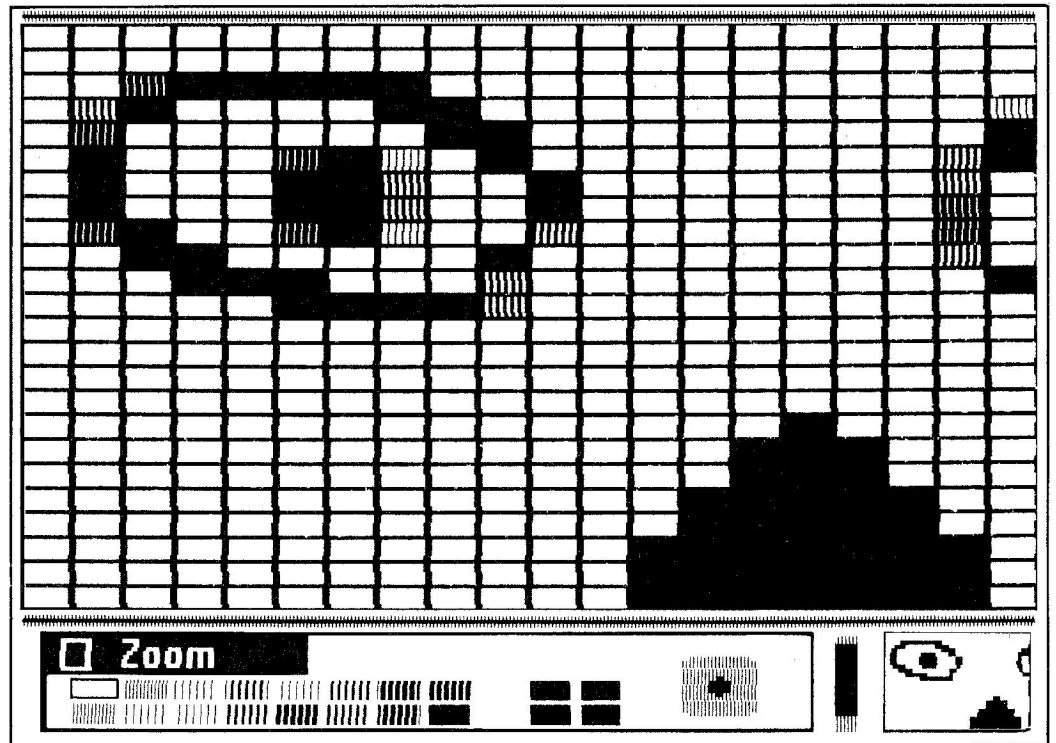
ZOOM TOOL WINDOW



Here's how to magnify a section of your drawing:

1. Pull down the Tools menu and select the Zoom feature.
2. A dotted-line box will appear on the screen.
3. Move the box to the area you want to magnify by pressing the mouse button and dragging the box to the section you want to magnify. Then click the mouse.
4. The selected area will be placed in the Active box. It also will be enlarged to fill up the entire drawing area, so you can modify the drawing pixel by pixel.
5. While you're working, you can redefine the section you're working on by using the "zoom scroller," a device that appears in the Zoom tool window. The zoom scroller is like a joystick that directs the positioning of the magnified working area. Simply point the cursor at the dot in the center of the zoom scroller and press the mouse button. Then move the cursor in the desired direction.

ZOOM MAGNIFICATION

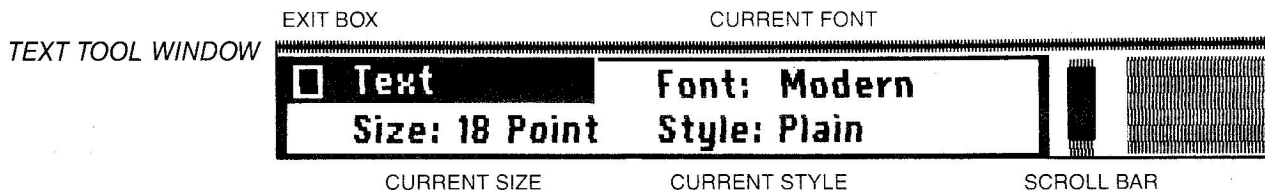


Working in your magnified section, here's how to add and delete colors:

1. Pick a color.
2. Move the cursor to the pixel you want to color and click the mouse. To color more than one pixel, simply hold down the button while moving the mouse until you've filled in all the pixels.

3. If you change your mind and want to erase this color, click the mouse over the pixel or pixels that have that color. The pixels will turn black.

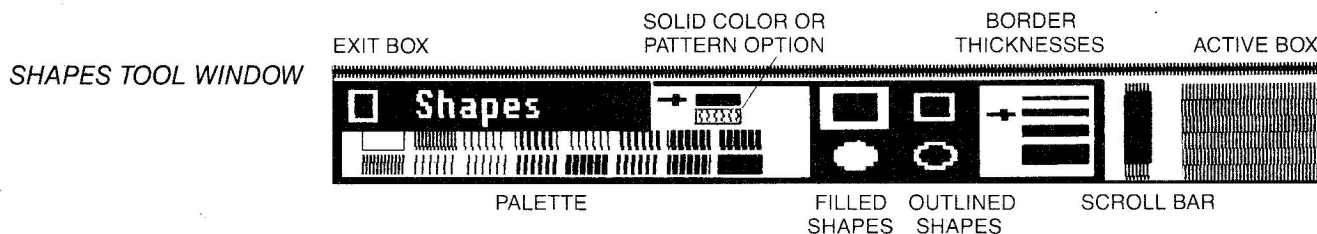
TEXT Using the Text feature, you can add words to your drawing. You have your choice of two type fonts (Modern or Serif) and three styles (Plain, Bold or Italic). In addition, you can choose two sizes for each font: 18 or 36 Point for Modern and 24 or 48 Point for Serif.



If you want to add text to your drawing:

1. Pull down the Tools menu and select Text.
2. The Text Tool window will appear, displaying the current font, size, and style. You can change any of these settings by clicking the mouse over the current choice. The available options will appear one at a time.
3. Move your cursor to the position where you want your text to begin, and click the mouse. This positions the text cursor at the place where the character type will begin.
4. Type your message. If you make an error, just press the "DELETE" key to erase one letter at a time or click Undo to remove everything you typed since you clicked the mouse.

SHAPES Shapes lets you add squares, circles, ovals and rectangles to your drawing. You can choose solid shapes, outlined shapes with four different border thicknesses, plus 16 colors and 30 patterns.

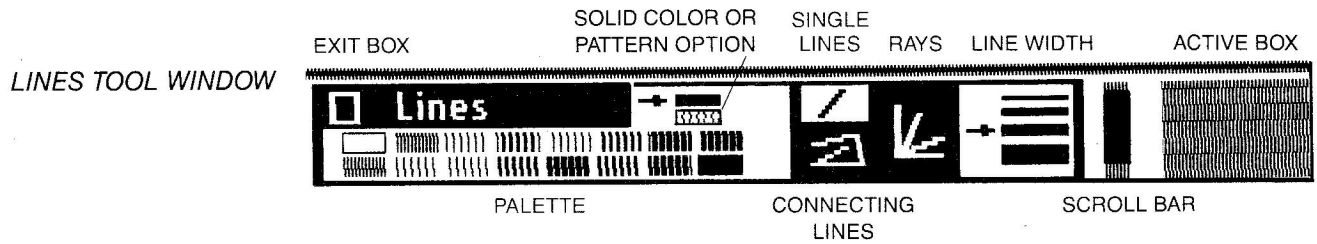


Here's how to use the Shapes feature:

1. Pull down the Tools menu and select Shapes.
2. Select the outline or filled oval or rectangle.
3. Pick a border thickness if you've chosen an outlined shape.
4. Move the cursor to the drawing area.
5. Press the mouse button and drag the cursor to create the size shape you want, and then release the button.

Note: To draw a perfect circle or a square, press the "Open Apple" key ("Closed Apple" when using a drawing pad or joystick) while defining an oval or rectangle.

LINES With the Lines feature, you can draw solid lines with patterns or colors. You can use single lines, connecting lines, or rays emanating from a single point.



It's easy to use the Lines operation. Here's how:

Single Lines

1. Pull down the Tools menu and select the Lines feature.
2. Pick a color or pattern.
3. Pick the straight line option.
4. Choose a line width.
5. Move the cursor into the drawing area and press the mouse button where you want your line to begin. Then move the cursor to where you want your line to end and release the button.

Connecting Lines

1. Follow the instructions for straight lines until you get to Step 3. Then pick the connecting lines option.
2. Choose a line width.
3. Move the cursor to the area where you want your first line to begin and press the mouse button. Drag the cursor to the place where you want that line to end, and then release the button.
4. To draw a second line, press the button again. The second line will begin where the last line ended. Then drag the cursor until you get to the place where you want this line to end, and release the button. You can draw as many lines as you want.
5. To begin a new series of lines, click the mouse anywhere outside the drawing area to end the old series.

Rays

1. Follow the instructions for single lines until you get to Step 3.
2. Pick the rays option.
3. Move your cursor to the drawing area and press down the button at the point from which you want the rays to emanate.
4. Press the mouse button and drag the cursor to the point at which you want the line to end. To draw a second line, press the mouse button again and drag the cursor again.
5. To begin a new set of rays, click outside the drawing area.

EDIT

Edit	
Capture	
Cut	x
Copy	c
Paste	v
Clear Section	
Exchange Colors	

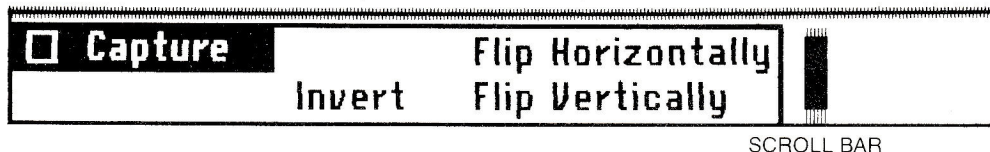
Dazzle Draw's Edit menu gives you the option of "editing" your drawing. Using the Capture feature, you can "capture" specific sections of your drawing and then erase, move, or duplicate them. You can even "invert" colors in a captured section or flip the section vertically or horizontally. With Capture and the Exchange Colors feature, you can replace one color with another within any section.

CAPTURE

The Capture feature lets you define a section of your drawing on the screen and place it onto the computer's invisible "clipboard" for later use. *The Capture feature must be used before you can use the Flip, Invert Colors, Cut, Paste, Copy, Exchange Colors, or Clear Section features.*

EXIT BOX

CAPTURE TOOL WINDOW



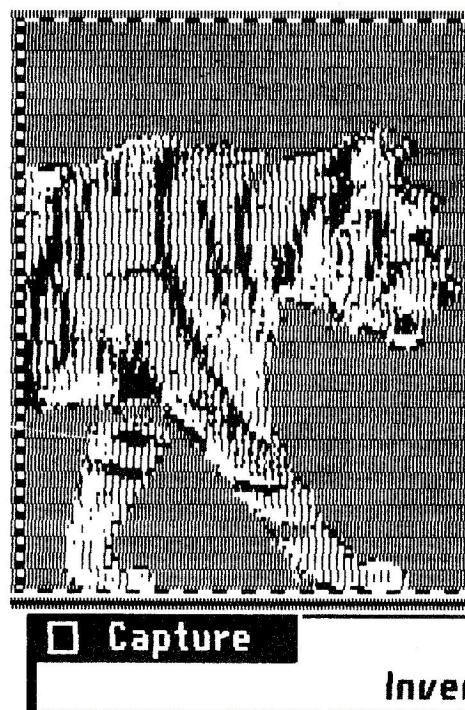
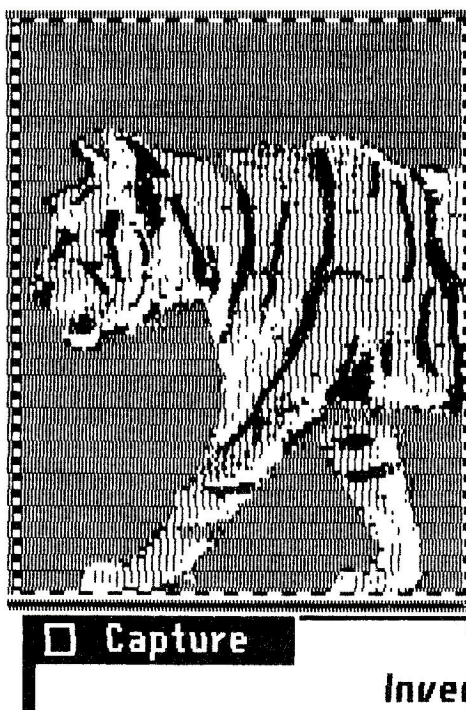
Here's how to capture a section:

1. Pull down the Edit menu and select Capture.
2. Move the cursor to any corner of the section you want to capture, and then press the mouse button. Drag the cursor a little and a small, dotted-line box appears on the screen.
3. While continuing to hold down the mouse button, move the mouse so that the dotted line surrounds the area you want to edit.
4. Release the mouse button.

FLIP SECTION

With this feature, you can flip a section of your drawing vertically or horizontally.

CAPTURE AND FLIP
HORIZONTALLY



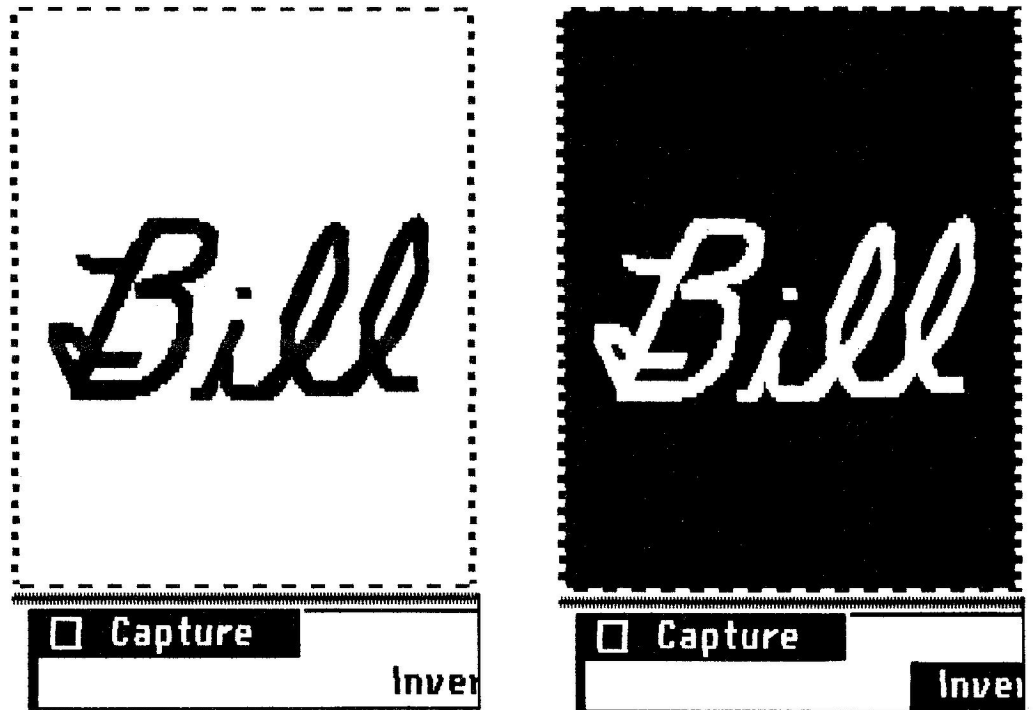
Here's how you flip a section:

1. Capture the section you want to change.
2. Select Flip Horizontally or Flip Vertically from the Capture tool window.

Hint: See Color under the Goodies menu on page 22. Then try using Flip Section with both the color activated and in black and white. Notice that with the color off, some of the colors will be "flipped."

INVERT COLORS

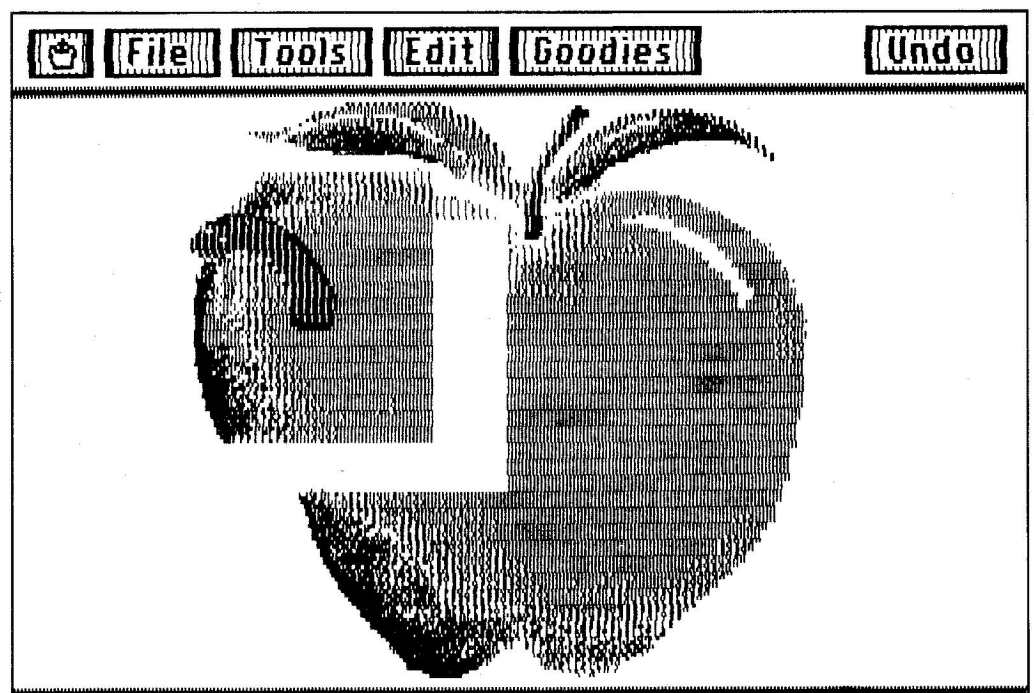
The Invert Color feature lets you change colors in a section of your drawing to their "opposite" colors (such as white into black).



1. Capture the section where you want to invert colors.
2. Select the Invert Colors option from the Capture tool window.

CUT AND PASTE

Using the Cut and Paste features together, you can remove the section you captured and reposition it in another area of your drawing. Here's how to do it:



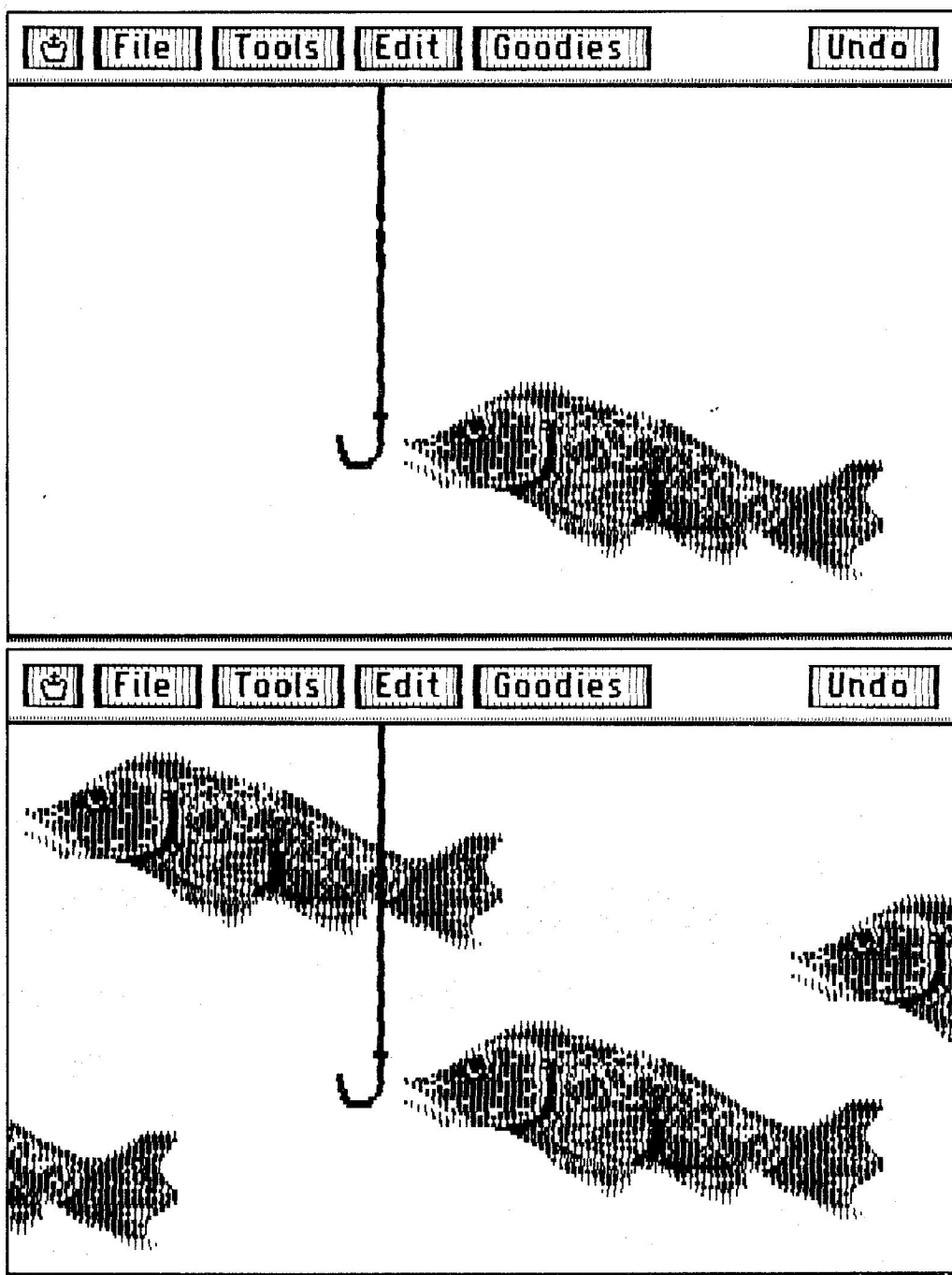
1. Capture the section you want to reposition.

2. Select Cut from the Edit menu or type "x" on your keyboard. The captured section will be lifted off your screen and placed onto the clipboard. In its place will be a black space.
3. Select Paste or type "v".
4. Press the mouse button and drag the cursor (which now looks like a right angle to indicate the lower right corner of the section you cut) to where you want the section to be relocated. Then release the mouse button.

Note: For a one-step short cut to capture-cut-paste, see the *Short Cuts* section on page 35.

COPY AND PASTE

With the Copy feature, you can reproduce a section of your drawing without removing it and, by using Paste, place the duplicate onto another part of your screen. Here's how:



1. Capture the section you want to copy.
2. Select Copy from the Edit menu or type "c." The captured section will be copied off the screen and placed on the computer's clipboard. This time you won't see a black space replacing it — the original remains on the screen.
3. Select Paste or type "v." The cursor now looks like a right angle.
4. Position the cursor where you want the copy to go and press the mouse button. As you hold down the button, you can drag the image for exact positioning. Then release the button.
5. To make multiple copies while in the paste mode, press the mouse button and type "CONTROL-v" each time you want a copy to be pasted to the screen.

CLEAR SECTION

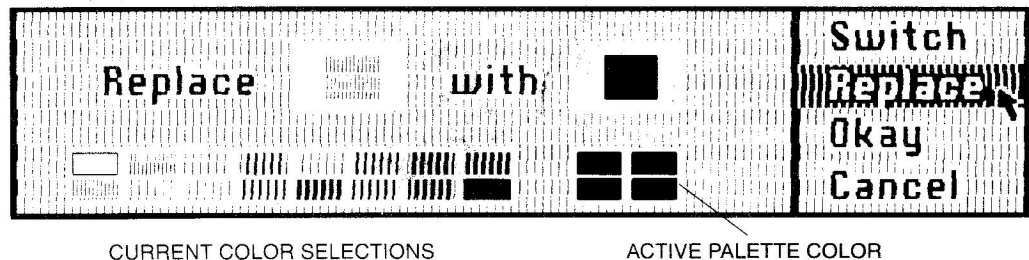
The Clear Section feature lets you erase a section of your drawing. Here's how to do it:

1. Capture the section you want to erase.
2. Select Clear Section from the Edit menu. Voila! The section you captured will be cleared, leaving only the black background.

EXCHANGE COLORS

Use the Exchange Colors feature to replace one color with another or to switch any two colors in your drawing.

EXCHANGE COLORS WINDOW



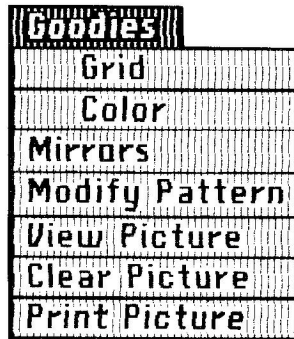
Here's how to replace one color with another:

1. Capture the section in which you want to replace colors.
2. Select Exchange Colors from the Edit menu.
3. Select Replace from the Exchange Colors window.
4. Pick the color you want to replace, and then click the mouse over the "Replace" color box.
5. Pick the color you want to replace it with and click the mouse over the "With" color box.
6. Click over Okay to confirm the visual display representing your choice, or over Cancel if you change your mind.

Here's how to switch two colors:

1. Capture the section in which you want to switch colors.
2. Select Exchange Colors from the Edit menu.
3. Select Switch from the Exchange Colors window.
4. Pick the color you want to switch and then click the mouse over the "Switch" color box. Pick the second color and click over the "With" color box.
5. Click the mouse over Okay or Cancel.

GOODIES The Goodies menu gives you just that — features that let you enhance your drawings but which aren't essential for using the program.



GRID The Grid feature is useful whenever you magnify a section of your drawing with Zoom. It helps you define where the pixels are on the screen. Grid is active if there's a check mark next to it. To use Grid with Zoom:

1. Select the Zoom feature from the Tools menu.
2. When the magnified section appears on the screen, select Grid from the Goodies menu, and resume your work.

Note: You can also use Grid with Modify Pattern.

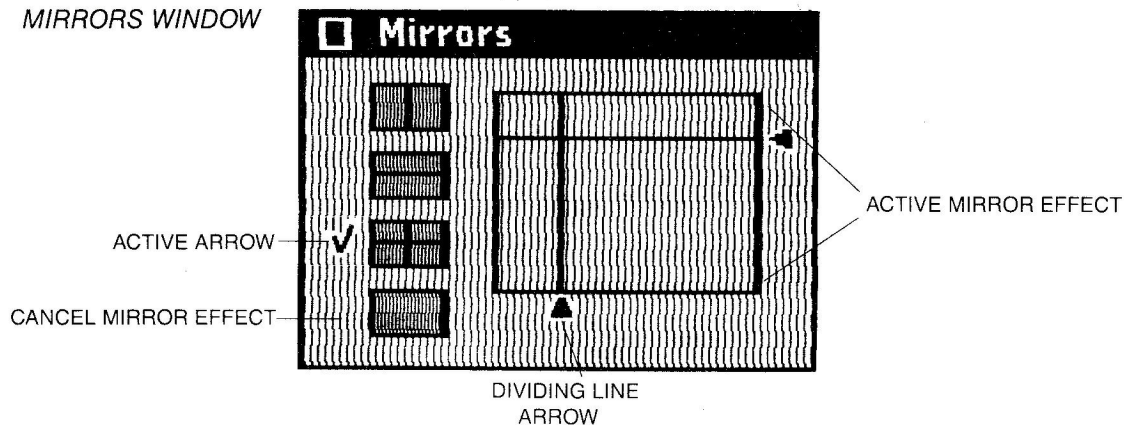
COLOR The Color feature, used with Zoom or Modify Pattern, gives you the option of drawing fine detail in either color or black and white. The color is active if there's a check mark next to it. While in Zoom with the color option active, you can draw with all of the 16 colors available in Dazzle Draw. With the color option off and the color on your monitor turned down, you can draw in black and white. This is an advantage when you need to have greater control over smaller parts of the screen and want to enhance Dazzle Draw's double high-resolution capability. (For instructions on how to use Color with Modify Pattern, see page 23.)

Here's how to use Color with Zoom:

1. Select Zoom in the Tools menu.
2. When the section is magnified on the screen, pull down the Goodies menu and click the mouse over the Color feature to draw in color or black and white. Try both.

MIRRORS The Mirrors feature lets you draw with Paint Brush or Spray Paint and then have it "mirrored" exactly in either the opposite half of the screen (top, bottom, left, or right) or any four sections of the screen.

MIRRORS WINDOW



Here's how to use the Mirrors feature:

1. Select Mirrors from the Goodies menu.
2. Select a mirror effect from one of the top three boxes on the left side of the Mirrors window, or click the bottom (blank) box for no mirrors. The large box in the window will show the effect currently selected.
3. If you want to move the dividing lines, point the cursor at the arrows along the side of the large box and drag them until you get to the place you want.

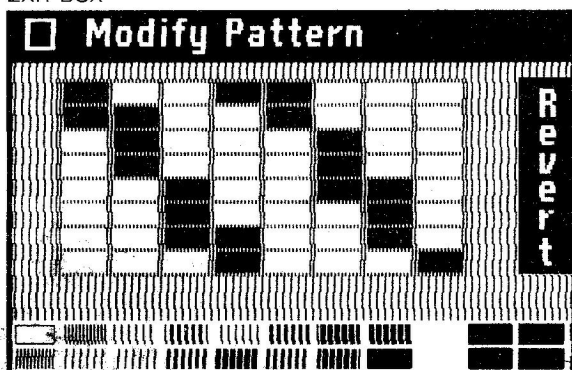
Note: To turn off the mirror effect, choose the bottom, blank box.

MODIFY PATTERN

Modify Pattern lets you create your own original patterns.

MODIFY PATTERN
WINDOW

EXIT BOX



ACTIVE COLOR

Here's how you use Modify Pattern:

1. Select Paint Brush, Spray Paint, or Flood Fill from the Tools menu.
2. Select a pattern you want to modify from the tool window.
3. Select Modify Pattern from the Goodies menu.
4. A window with an enlarged view of the pattern (8 × 8 pixels) appears on the screen to make your work easier.
5. Select either color or black and white by clicking Color in the Goodies menu.
6. Add and delete colors to the pattern by clicking the mouse over one pixel at a time or by sweeping the cursor over several pixels as you continue to hold down the button.
7. As you make changes to the pattern, watch the Active box to see how your new pattern would look on your drawing.
8. If at any point you change your mind, click over the Revert box and the pattern will change back to its original form no matter how many steps you have taken during the modification.

VIEW PICTURE

This feature lets you view your entire drawing — even those parts sometimes hidden by Dazzle Draw's menus and windows.

1. Select View Picture from the Goodies menu.
2. Click the mouse when you're ready to bring back the menus.

CLEAR PICTURE

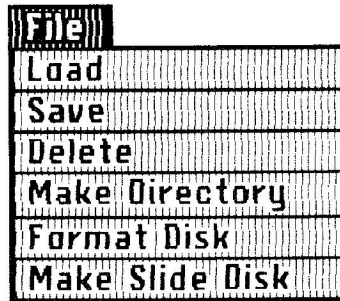
Clear Picture lets you erase your entire drawing from the screen, thus "clearing the canvas" so you can create a new drawing. Note that your work will be lost unless you save it to disk before clearing.

1. Select Clear Picture from the Goodies menu.
2. Click Okay to confirm your choice or Cancel if you don't want to clear your picture.

PRINT PICTURE

The Print Picture feature lets you print out your picture on paper — either in color or black and white, depending on your equipment. Before you print, be sure to check Printer Setup in the Crown menu. For more details on printer settings and testing your printer, see Printer Setup and Testing Your Printer in Appendix II. Then simply click on Print Picture. To stop printing in the middle of a picture, press the "Esc" key.

FILE The File menu lets you save or retrieve your drawings, sections or sets of patterns onto a separate data disk. You can also delete them from the disk to make room for new masterpieces.



In addition, the File menu lets you create special disks for presenting "Slide Shows" of your work.

At the beginning of the Dazzle Draw program, you were asked to choose either the Easy File or the Professional File/ProDOS filing system. Each of these systems will use the features under the File menu in a different way.

Regardless of which filing system you are using, all of the features in the File menu use a "dialogue box," a box that appears on the screen which sets up a dialogue between you and the computer. Dazzle Draw will ask for specific information, like the name of a file, and you'll provide the answers.

EASY FILE

If you are not familiar with Apple's ProDOS and the unique way that it can organize files, we suggest that you choose the Easy File system. The Easy File system uses the File menu features Format Disk, Load, Save, and Delete. Let's start by looking at how you format a data disk. If you are using a 3.5 inch data disk, we recommend you use the Professional File/ProDOS filing system described below.

Easy File — Format Disk

Before you can save a drawing, you must prepare a disk to receive information from the computer. This is called "**formatting your disk**".

You should have either a blank disk or one with data on it that you no longer want. Whenever you format a disk that's already been used, all the information on it will be erased.

Here's how to format a disk:

1. Select Format Disk from the File menu.
2. A dialogue box will appear on the screen.
3. Remove the Dazzle Draw program disk and put the disk you want to format into the start-up disk drive.
4. Dazzle Draw automatically names your disk for you.
5. If Dazzle Draw finds information on the disk you are formatting, you must confirm that you really want to format the disk by clicking Okay. **Remember, if you format a disk with information on it, you'll erase everything on the disk.**
6. When the formatting is completed, the dialogue box should disappear. Then you're ready to save your drawing.

Easy File — Save

The Save feature takes you through the steps for saving a drawing, section or set of patterns onto your disk. Here's how you do it:

1. Select Save in the File menu.
2. Select Picture, Section, or Pattern from the dialogue box, depending on what you want to save. If you select Section, you will be saving the section currently on the clipboard.
3. A catalog will appear in the dialogue box and a prompt at the top of the box saying "Save Picture as:"
4. Type in the name. If you are re-saving a file already listed, click over the name.
5. Click over Okay.

Easy File — Load

With Load you can retrieve a picture, section or set of patterns you have saved and put them back on your screen or into your pattern palettes in the tool windows. Here's how:

1. Select Load from the File menu.
2. Select Picture, Section*, or Pattern depending on what you want to retrieve.
3. A catalog will appear in the dialogue box and a prompt at the top of the box saying "Get Picture (or Section, or Pattern) named:"
4. Move the cursor to the name of the file you want to load and click the mouse. The name will appear on the first line.
5. Click over Okay. The picture will appear on your screen, the section will be on the clipboard ready to be pasted, and the set of patterns will be loaded for use in the Paint Brush, Spray Paint and Flood Fill tool windows.

* When you save or load a **section**, remember that you are saving the picture from the **clipboard** and loading the section onto the clipboard, not the screen.

Easy File — Delete

1. Select Delete in the File menu.
2. Click over desired file name. The name will appear on the first line.
3. Click Okay to confirm that you want to delete that file.

Note: If you can't find the file you're looking for and want to search for it on another data disk, insert that disk and choose "CATALOG" in the dialogue box.

PROFESSIONAL FILE/ProDOS

With the Professional File/ProDOS filing system, Dazzle Draw also lets you create multi-leveled file systems, arranged any way you want, so your drawings, sections or sets of patterns are easier to find.

Professional File — Format Disk

Before you can save a drawing, you should have either a blank disk or one with data on it that you no longer want. Whenever you format a disk that has already been used, all the information on it will be erased.

The first step is to format your disk. Formatting prepares the blank disk to receive information from the computer. Here's how:

1. Select Format Disk from the File menu.
2. A dialogue box will appear on the screen.
3. Remove the Dazzle Draw program disk and put the disk you want to format into the start-up disk drive.
4. Type in a name for your disk by following the rules for naming disks and files described below.
5. If Dazzle Draw finds information on the disk you are formatting, you must confirm that you really want to format the disk by clicking Okay. Remember, if you format a disk with information on it, you'll erase everything on the disk!
6. When the formatting is completed, the dialogue box will disappear. Then you're ready to save your drawing.

RULES FOR NAMING DISKS AND FILES

1. Disk names must begin with a slash followed by a letter. File names must begin with a letter.
2. Use only letters, numbers, or periods, separately or combined.
3. Do not use any spaces or punctuation characters other than periods.
4. Do not use more than 15 characters.
5. Use a different name for each disk, so you (and Dazzle Draw) can tell them apart.

Hint: Periods can be convenient substitutes for spaces.

PROFESSIONAL
FILE/ProDOS — DELETE
DIALOGUE BOX

Delete file named:	
Prefix: /DD/	
Prefix directory contains:	
DIRECTORY	Prefix
FARMHOUSE	On Line
OCEAN.SUNSET	Okay
BUSINESS.GRAPH	Cancel
TITLE.PAGE	
ARROW	↓

This is the dialogue box for Delete when you are using the Professional File/ProDOS system. With some variations, all the dialogue boxes in the File menu look like this one. Each section and item in the box has a specific purpose:

UPPER HALF — contains either blanks for you to enter information or displays “standard” values that the computer automatically uses unless you change them. (In the world of computers, such standard settings are called “default values” or simply “defaults.”) Whenever you see a blank, you’ll also find a line for typing in the name you want.

LOWER HALF — has a file directory listing the files on a disk and a box with the following operations:

PREFIX — activate if you want to change the default value of the ProDOS prefix.

ON LINE — activate to show the names of the disks in the disk drives of your computer.

OKAY — activate to verify a change or acknowledge an error. You can also press the return key.

CANCEL — activate if you change your mind at almost any point, want to exit from the feature to start all over again, or use another feature in Dazzle Draw. You can also press the ESC key.

ARROWS — activate to scroll through the directory, four names at a time.

Professional File/ProDOS — Save

The Save feature takes you through the steps for saving a drawing onto a formatted disk. Here’s how you do it:

1. Select Save from the File menu.
2. Select Picture, Section or Pattern (set of patterns) from the dialogue box, depending on what you want to save. If you select Section, you will be saving the section currently on the clipboard.
3. If you want to change the default value of the prefix, click over Prefix, type in a new name, and activate Okay or press return.
4. Click On Line if you want to save the drawing onto a disk that is in another drive. This will tell you the names of the disks in the drives.
5. The next step is changing the prefix. Use Prefix to set the ProDOS prefix to the name of the disk you want to use.
6. Click over Okay.

Professional File/ProDOS — Load

With Load, you can call up a picture from a disk. Here’s how:

1. Select Load from the File menu.
2. Check the directory to find the file you want.
3. Move the cursor to the name of the file you want and click the mouse. The name will appear on the first line.
4. Click over Okay or press return. The picture will appear on your screen.

Hint: You'll find a surprise in the Pattern directory. Put the Dazzle Draw program disk in your disk drive *label side down*, select Load, load Pattern, click the mouse over the first name in the directory, and watch what happens. As you'll see, there are several new sets of patterns ready to use! Check out the new patterns in the Paint Brush and Spray Paint tool windows.

Professional File/ProDOS — Delete

Delete lets you erase old files from a disk to make room for new ones. Here's how you do it:

1. Select Delete from the File menu.
2. Check the directory for the name of the file you want to erase, then highlight the name by clicking the mouse over it.
3. When the file name appears on the top line, click the Okay.

Professional File/ProDOS — Make Directory

Make Directory gives you the option of organizing your disk files into categories or subdivisions. For example, you might want to file all seascapes or patterns or portraits together. This feature makes it easier to locate files. If you want to create multi-level categories, you should make a directory **before** you save your drawings.

For example, let's say you want to create a subdirectory called "Pictures" to distinguish pictures from patterns. Here's how you can do it:

1. Select Make Directory from the File menu.
2. Notice that the name of the prefix is /DD. This stands for "Dazzle Draw." You should never assign the Dazzle Draw disk name to your own data disks. When you format a disk, use a different name like "/DD.2".
3. To create a new directory, type "Pictures" and click over Okay. Your new category will now be filed away in the disk directory.
4. To file pictures under "Pictures," change the name of the Prefix. To do so, click over Prefix, and then over "Pictures" in the disk directory.
5. Click over Okay or press return. Notice the Prefix on the second line is now "/DD.2/Pictures."
6. Next time you want to save a picture, it will automatically be filed under "/DD.2/Pictures."

MAKE SLIDE SHOW

You can produce your own Dazzle Draw slide shows with pictures you have created. To do this, you must first create a special Slide Show Disk. When you're done, you'll have a disk containing your own Dazzle Draw creations that works as a self-running slide show.

Before you begin, you should have either a blank disk or one with data you no longer want. As in formatting a used disk, whenever you create a Slide Show Disk, you'll erase anything that already may have been stored on the disk.

Here's how to create a Slide Show Disk:

1. Make sure the Dazzle Draw program disk is in the start-up disk drive.
2. Select "Make Slide Disk" from the File menu.
3. A dialogue box will appear on the screen.
4. When prompted, remove the Dazzle Draw program disk and put the data disk you want to use into the start-up disk drive.
5. If Dazzle Draw finds information on the disk you are using, you will be asked to confirm your decision, since any old information will be erased. Click Okay to continue.
6. When the Slide Show Disk is ready, the dialogue box will disappear.
7. You can now save up to seven drawings on a 5.25 inch disk or up to 46 drawings on a 3.5 inch disk, using it just like a regular Dazzle Draw data disk.
8. When all the pictures have been saved to the Slide Show disk, turn off your computer (or Quit Dazzle Draw). Put the Slide Show disk into the start-up drive and turn on your computer. You'll be prompted on how to set up the order, transition, and timing of your Slide Show.

APPENDICES

DAZZLE DRAW WITH THE APPLE Ile

Revision B Apple Ile:

Dazzle Draw uses double high-resolution graphics. Because of this, it will only work with the Revision B (or later) Apple Ile, not the Revision A Apple, which is not capable of double high-resolution graphics. Apple Computer only manufactured the Rev. A Ile for a short time, so chances are that, unless you have one of the very first Apple Ile's, you have the Rev. B version. If you're not sure which version you have, turn off your computer, then lift off the Ile's cover and touch the power box at the left rear of the computer to discharge any static electricity from your hands. At the middle-rear of the main circuit board, behind the slots where the interface cards plug in, you'll see the words, APPLE COMPUTER INC. Beneath these words are a set of serial numbers ending either with an "-A" or a "-B". The "-B" indicates that you have the Rev. B board. If you have the Rev. A board, see your Apple dealer.

Using Double High-Resolution Graphics:

Using double high-resolution on the Ile requires an extended 80-column card, which adds another 64K of memory. In addition, the two small pins on the card must be connected using the jumper connector that came with the card. For more information, see the installation instructions for your Extended 80-Column Card.

PRINTER SETUP

Printers & Interface Cards:

Dazzle Draw will work with certain printers and interface cards. You must let the program know what kind you'll be using. In the Printer Setup operation under the Crown menu, you'll find separate Printer and Interface Card screens. Consult page 9 in the manual for instructions for entering the correct information.

Testing Your Printer:

You need to test your printer to confirm that you've entered the correct information in Printer Setup. Simply make sure your printer is turned on and "selected", then click "Test" in the Printer Setup dialogue box. If your printer is set up correctly, it will print out the message "WELCOME TO DAZZLE DRAW". If your printer doesn't respond, try changing the setup information. Occasionally you may have to reboot Dazzle Draw if it stops working after an inaccurate setup.

Note: Make sure you've saved your picture before selecting "Test."

Slot Positioning:

For the correct placement of your printer interface card, see Printer Setup in the Crown menu.

Note: If you are using an Apple ImageWriter II but select the standard ImageWriter from the Printer Setup menu, your ImageWriter II printouts will not be multicolored.

HOW COLOR WORKS

One of the main features of Dazzle Draw is its extraordinary use of color. This section is an introduction to how these colors work in your Apple IIe and IIc. It's not required reading for using Dazzle Draw. But it will help you understand how double high-resolution color works.

How a Color Television or Monitor Works

The inside of the viewing surface of a color picture tube is coated with stripes, bars, or dots of phosphor. In the back of this tube an "electron gun" shoots a beam of electrons at the phosphors, which then give off light. The color picture tube has three different phosphors, one which glows red, one green, and one blue. Every color the eye can see is created with one or more of these colors. The dots of phosphors are organized into groups of three (called triads). Each triad is composed of one dot each of the red, green, and blue phosphor colors.

From your point of view as you sit at a sufficient distance from your TV or monitor, the light from individual dots in a triad appears to be mixed together, so that you'll see a mixture of the three colors, rather than individual dots of red, green, and blue. This way each triad can display a wide range of colors, depending on the brightness of its three color components.

What the Apple does

The Apple displays text and graphics by controlling the brightness of the beam of electrons fired by the electron gun. The electronics in the television automatically aim the beam at each triad on the viewing surface, one after another. The Apple turns the beam on to display bright areas, and off to display dark areas. Colors are created by switching the beam on and off within each triad. As an example, to produce the color violet, the beam is turned on when it is aimed at the red phosphor, off when it is aimed at the green phosphor, and back on again when it is aimed at the blue phosphor. It's the combination of just the blue and red phosphors that makes violet.

Double High Resolution Graphics

To display Double High Resolution graphics, the Apple divides each Red/Green/Blue triad into four sections, and is able to set the electron beam on or off for each of these sections. There is an on/off switch, or "bit," in the Apple's RAM for each section of each triad, and this bit determines whether the Apple will set the electron gun on or off for that section. Each possible combination of bright and dark sections within a triad results in a different color. This way the Apple can display any of sixteen colors at each triad. Each triad corresponds to a single picture element, or pixel.

How the colors are formed

Each triad contains a dot of red, green, and blue phosphor, in that order. The first section of each triad corresponds to three fourths of the red phosphor, so that when a bit in the Apple's RAM indicates that the electron gun should be turned on for that section, three fourths of the red phosphor will glow. Similarly, the second section corresponds to one fourth of the red phosphor and one half of the green phosphor. The third section corresponds to one half of the green and one fourth of the blue, and the fourth section to three fourths of the blue.

ONE TRIAD DIVIDED INTO
FOUR SECTIONS EQUALS
ONE PIXEL

Red Phosphor		Green Phosphor		Blue Phosphor	
First section	Second section	Third section	Fourth section		

How colors interact

As you watch your monitor, you'll sometimes see a mixture of colors (or "bleeding") between pixels of different colors. The reason is simple — any three consecutive phosphor dots are capable of displaying any color. Consequently, any three adjacent phosphor dots — for example, two from one triad (or pixel) and one from another — will interact, mixing their light together into possibly a different color. For example, if a pixel displaying blue (beam off for red and green, on for blue) is just to the left of a triad displaying red (beam on for red, off for green and blue,) the light from the blue and red phosphors will mix together and you will see the color as violet. However, if you inspect the color closely with the Zoom command, you'll see a blue pixel next to a red pixel.

APPENDIX IV

ProDOS AND DAZZLE DRAW

If, instead of choosing the simplified Easy File system, you use the Professional File/ProDOS system in Dazzle Draw, you are using Apple Computer's ProDOS. ProDOS* stands for the Professional Disk Operating System for the Apple II series of computers. Basically an "operating system" tells the computer how to keep track of the files on a disk. ProDOS has been designed to identify individual disks by name, rather than by the disk drive the disk happens to be in at any given time. Each disk is considered a volume of information and is identified by its **Volume Name**.

When you format a disk for use with ProDOS, you must type in a name for the volume. The information on a volume is divided into files. To load (or save or delete) a file, you must tell ProDOS both the name of the file and the name of the volume it's on. Otherwise, ProDOS may not find it.

The prefix is a shortcut supplied by ProDOS to help you organize your files. You can set the Prefix to the name of a volume, and then load (or save or delete) a file by supplying only the file name — ProDOS will add the file name to the end of the Prefix to identify the right file.

ProDOS has a special type of file called a directory file, or just a directory. A directory contains the names of other files which are considered to be within the directory. Thus, a volume is a little bit like a file cabinet, a directory like a file drawer, and files saved within the directory like individual file folders inside the file drawer.

Dazzle Draw provides two special commands to help you with ProDOS — Prefix and On Line. Prefix lets you change the name of the prefix ProDOS automatically adds to the file names you type, and On Line will tell you the names of all the volumes in the disk drives connected to your computer. Remember that the prefix can only be a Volume Name or a Volume Name followed by directory name.

DAZZLE DRAW AND OTHER FILES

To Load Non-Dazzle Draw Pictures

All information must be formatted in the following way: A single file is 16K long. Of those 16, 8K of the picture must be in auxiliary memory. The other 8K is in the main memory. The load address is: BSAVE (*filename*), A\$2000, L\$4000.

To Use Dazzle Draw Files With Other Files

The files must be in the same format described above when loading non-Dazzle Draw pictures. They must also have and use the ProDOS User's disk which has a program "Convert". This program allows you to convert ProDOS to DOS 3.3 and vice-versa.

Displaying Double-Hires Pictures from BASIC

To load a Double-Hires picture into normal hires pages 1 and 2, first load ProDOS, and at the prompt, type

```
RUN DD.PICLOADER
```

The next prompt will ask you to type in the name of the picture you wish to load. Make sure the disk with the picture on it is in the drive, then type the name and press the Return key.

The program DD.PICLOADER can be listed, and comments are included; if you wish, you may incorporate appropriate portions of DD.PICLOADER in your own BASIC programs.

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GLOSSARY

Note: Functions that are included in Dazzle Draw menus are shown here in all capital letters.

ABOUT DAZZLE DRAW:

A CROWN menu feature. Gives a copyright notice with the names of the author and publisher, and copyright date.

ADJUST COLOR:

A CROWN menu feature. Calls up a screen with 6 color boxes to use as a visual aid during the manual adjustment of your color monitor or TV screen.

“Boot Up”:

The process in which a program is automatically started by inserting a disk into the computer's disk drive and turning on the computer.

CAPTURE:

An EDIT menu operation. Lets you modify your drawing. With the CAPTURE feature, you can define a section of the screen and then CUT, COPY, and PASTE it, FLIP it horizontally or vertically or INVERT or EXCHANGE colors in that section.

CATALOG:

A list of file names on a disk.

CLEAR PICTURE:

A GOODIES menu feature. Lets you erase your drawing from the screen and “clean your canvas” without turning off the computer.

CLEAR SECTION:

An EDIT menu feature used with the CAPTURE operation. Lets you erase a captured area.

“Clicking the mouse”:

Refers to the pressing down and then releasing of the button on a mouse (or other input device) to activate different features used in Dazzle Draw.

Clipboard:

A special “off-screen” area in the computer's memory that holds a section of your drawing that you have captured and cut or copied for future use. It holds one captured image at a time.

COLOR:

A GOODIES menu feature. Allows you to choose between drawing in color or black and white when you magnify sections of your drawing. Used with the ZOOM or MODIFY PATTERN features.

Constrain:

Pressing the “Open Apple” key while moving the mouse to draw vertical and horizontal straight lines in the PAINT BRUSH or SPRAY PAINT operations. In the SHAPES feature, it helps create squares and perfect circles.

COPY:

An EDIT menu feature. Used with CAPTURE to allow you to copy a section of your drawing and paste its duplicate onto another part of the screen. Permits multiple copies when “CONTROL-v” is pressed repeatedly.

CROWN menu:

The menu at the upper left-hand corner of the screen that includes the pull-down features ABOUT DAZZLE DRAW..., HELP ABOUT..., ADJUST COLOR, PRINTER SETUP, and QUIT DAZZLE DRAW.

Cursor:

The small white arrow or other shape (question mark, tip of the paint brush, etc.) that functions as a pointer or penpoint, moving across the screen as you move the mouse.

CUT:

An EDIT menu feature. Used with the CAPTURE and PASTE operations. Lets you lift off a section of your picture and place it onto the “clipboard” so you can PASTE it.

DELETE:

A FILE menu feature. Used to remove files from your data disk.

Dialogue Box:

A box that appears on the screen which sets up a “dialogue” between you and the computer. It provides information and asks questions.

Directory:

A listing of all the files (Pictures, Sections, Patterns) saved on your disk.

“Dragging the cursor”:

Refers to moving the cursor by pressing down the mouse button, moving the mouse, then releasing the button.

Easy File:

A simplified method of saving and retrieving Dazzle Draw Pictures, Sections and Pattern sets. For Dazzle Drawers not familiar with ProDOS. Does not utilize the MAKE DIRECTORY feature listed in the File menu.

EDIT menu:

Includes the pull-down menu operations CAPTURE, CUT, COPY, PASTE, CLEAR SECTION, and EXCHANGE COLORS.

EXCHANGE COLORS:

An EDIT menu operation. Lets you switch or replace colors in your drawing.

FILE menu:

Includes the pull-down menu features LOAD, SAVE, DELETE, MAKE DIRECTORY, FORMAT DISK and MAKE SLIDE DISK. Lets you save drawings onto a disk and then retrieve them for later use. At the beginning of the program, you will choose between the Easy File and the Professional File/ProDOS system.

FLIP HORIZONTALLY & VERTICALLY:

Features in the CAPTURE tool window. Allows you to flip defined areas of the screen either vertically or horizontally.

FLOOD FILL:

A feature in the TOOLS menu. Lets you quickly fill a space with a color or pattern.

FORMAT DISK:

A FILE menu operation. When you want to save pictures onto a new data disk, this operation prepares the disk to receive information from the computer.

GOODIES:

Includes the pull-down features GRID, COLOR, MIRRORS, MODIFY PATTERN, VIEW PICTURE, CLEAR PICTURE, and PRINT PICTURE. The program's "goodies" that let you enhance your drawings but which aren't essential to using Dazzle Draw.

GRID:

A GOODIES menu feature that adds a visual aid to the ZOOM operation. Overlays an outline of contrasting lines over the magnified section, clearly delineating each pixel.

HELP ABOUT...:

A built-in assistance tool in the CROWN menu. Clicking it on gives you a brief description of any Dazzle Draw feature you've selected.

INVERT:

A feature in the CAPTURE tool window. When active, this feature will change all the colors in the captured space to their "opposite" colors. (Example: black changes to white).

LINES:

A drawing tool in the TOOLS menu. Lets you draw single lines, multiple connecting lines, or rays emanating from a single point.

MAKE DIRECTORY:

A FILE menu feature that uses ProDOS to let you create a multi-leveled filing system for your disk. This feature is not available if, at the start of the program, you selected the simplified, Easy File system.

MAKE SLIDE DISK:

A FILE menu function. Creates special data disks that can be used to automatically display Dazzle Draw pictures.

Menu:

A screen display of a list of operations. In Dazzle Draw the menu name appears as blue boxes across the top of the screen. Dazzle Draw's 5 menus are CROWN, FILE, TOOLS, EDIT, and GOODIES.

MIRRORS:

A GOODIES menu feature. Allows you to draw with PAINT BRUSH or SPRAY PAINT and have your strokes "mirrored" exactly in either the opposite half of the screen (top, bottom, left or right) or all four sections of the screen.

MODIFY PATTERNS:

A GOODIES menu feature. Lets you create your own patterns by modifying existing patterns. Calls up an enlarged view of the most recent pattern you worked with.

PAINT BRUSH:

A drawing tool in the TOOLS menu. Lets you draw in lines and strokes of varying sizes, shapes, colors, and patterns.

PASTE:

An EDIT menu operation. Used with CAPTURE and CUT or COPY to reposition or reproduce "captured" sections of the screen.

Pattern:

A color or black-and-white design, as opposed to a solid color, that may be used for drawing. Sets of patterns may be saved onto a disk using either the Easy File or ProDOS File system.

Picture:

A full screen drawing. May be saved onto a disk using either the Easy File or ProDOS File system. Pictures may also be saved onto a Slide Show Disk.

Pixel:

An abbreviation for "picture element," or the smallest building block normally used in a color drawing. A pixel in Dazzle Draw is made up of 4 dots or "bits" of color.

PRINT PICTURE:

A GOODIES menu feature. Lets you print out on paper a picture you have on your screen.

PRINTER SET-UP:

A CROWN menu operation. Asks you to enter Printer, Interface Card, and Slot Number information. For Dazzle Draw to print, these settings must match your equipment.

ProDOS:

Stands for "the Professional Disk Operating System" used in the Apple II series of computers. Basically, it is the set of instructions the computer follows to keep track of and organize the files on a disk.

Prompt:

A message or question to you from the computer. Prompts appear on the screen and either tell you how to proceed or ask you to provide further information.

"Pulling Down Menus":

Refers to the method of choosing features in Dazzle Draw by pointing and pressing the mouse over a menu name at the top of the screen, then moving down the exposed list of features and stopping on the menu feature desired.

QUIT DAZZLE DRAW:

A CROWN menu operation. Lets you exit Dazzle Draw so you can start up another program without turning off your computer.

Rays:

A feature in the LINES option under the TOOLS menu. Lets you draw multiple lines that emanate from a single point.

Rev. B Apple IIe:

The first revised version of the Apple IIe, which, unlike the original Rev. A Apple IIe, is equipped for double high-resolution graphics. See Appendix I for instructions on how to differentiate between the two.

"Rubberbanding":

A term that refers to stretching lines and shapes between a starting point and the cursor while dragging the cursor. The line or shape becomes fixed only when the mouse button is released.

SAVE:

A FILE menu operation. The process of transferring a picture, pattern, or section of a drawing from the computer onto a data disk for future use.

Scroll Bar:

A permanently displayed feature near the lower right of the screen window. Its white bar may be moved up and down to scroll into view the areas of the screen normally hidden behind the menu and tool windows.

Scrolling Patterns:

A TOOLS menu feature. Used with PAINT BRUSH, FLOOD FILL, SHAPES and SPRAY PAINT. By scrolling the pattern palette up or down, you may view all of the patterns currently available to you.

Section:

A rectangular picture area singled out from the rest of the drawing by use of the CAPTURE function. May be CUT, COPIED or PASTED. May also be saved onto a disk using Easy File or ProDOS File functions.

SHAPES:

A drawing tool in the TOOLS menu. Draws ovals and rectangles in solid and outline forms. May be used with the "constrain" key (Open Apple) to make circles and squares.

Slide Show Disk:

A special disk made using the MAKE SLIDE DISK function in the FILE menu. Allows you to put together slide show presentations of up to six pictures on a 5.25 inch disk or up to 46 pictures on a 3.5 inch disk.

SPRAY PAINT

A tool in the TOOLS menu. You have your choice of spray sizes, colors, and patterns.

TEXT

A TOOLS menu operation. Lets you type in titles, dialogue or descriptions to your drawing.

TOOLS MENU:

Includes the pull-down menu features PAINT BRUSH, SPRAY PAINT, FLOOD FILL, ZOOM, TEXT, SHAPES and LINES.

Tool Window:

An elongated box that appears at the bottom of the screen when you select certain TOOL, EDIT, and GOODIES features. Contains symbols for options available with the selected feature.

UNDO:

A feature in Dazzle Draw that lets you take back the last action you took, such as the last stroke you drew or the last section you cut, copied or pasted. It is active when the box surrounding the word UNDO is red.

VIEW PICTURE:

A GOODIES operation. Lets you view the complete drawing area without menus or tool windows.

Window:

A box that appears over your drawing area when you select certain features. Contains symbols for options available, or information on, selected features.

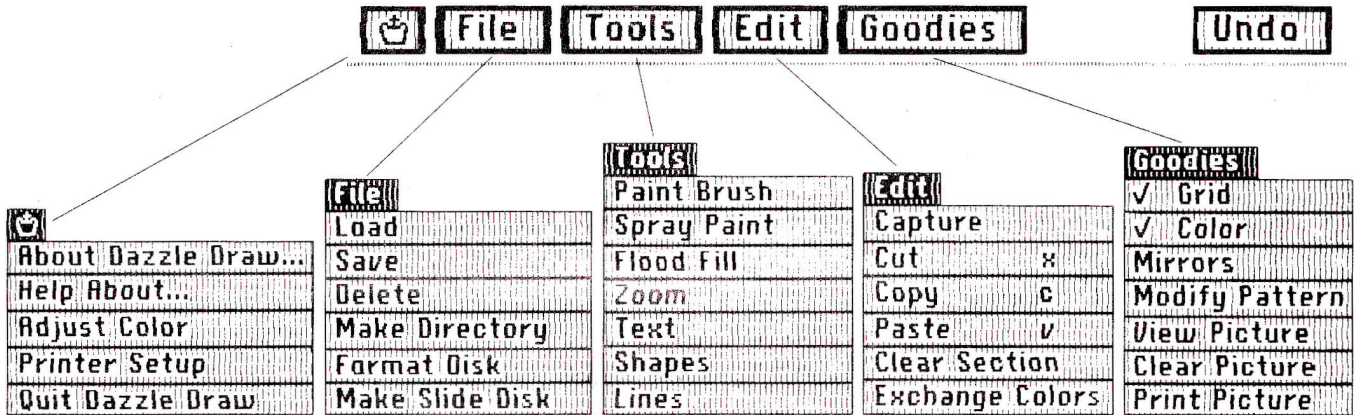
ZOOM:

An option in the TOOLS menu. Lets you magnify a section of the screen for fine, pixel by pixel detail work.

Zoom scroller:

A device in the ZOOM tool window that lets you redefine the magnified area you're working on, while you're working.

MENUS AT A GLANCE



KEYBOARD OPTIONS:

Spacebar - Inverse color of cursors.

"Open Apple" - Constrain horizontal or vertical lines; make regular Shapes (Use "Closed Apple" with KoalaPad or Joystick.)

c - Copy

v - Paste

x - Cut

z - Undo

CONTROL v - multiple copies while pasting

ERASING MISTAKES:

Dazzle Draw lets you erase sections of your drawing using different features of the program. To remove part of the picture you have just drawn, click the mouse over Undo. To erase whole sections of the screen you can use CAPTURE, then CLEAR SECTION under the Edit menu. To erase a more defined space select PAINT BRUSH and paint in the same color or pattern as the background, and draw over what you want to erase. For very detailed erasing in a small space, use the ZOOM feature under the Tools menu.

ONE-STEP CAPTURE/CUT/PASTE:

Here's a quick method for using Cut & Paste in the Capture operation:

1. Move the cursor inside the section you've just captured. Press the mouse button down to "lift" the section.
2. Continue to press the button while you "drag" the box to where you want it to be relocated.
3. Release the button. The section will be relocated instantly.
4. To leave a **copy** behind, press "CONTROL v" after you have pressed the mouse button to lift the captured section.

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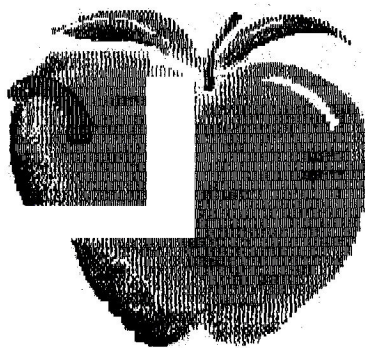
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